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<u>Abstract</u>

Method and apparatus for emitting pre-recorded sounds that simulate the natural sounds present in the preferred habitat of lobster and other marine crustaceans. The attractant sound simulates the sound of water splashing, gurgling and moving as waves, current or tidal shift impact on the reef, boulder or other such geographic feature on the ocean floor. To lobsters and other crustaceans, these sounds represent shelter from prey and the presence of food source. When the apparatus is placed in a trap and the attractant sound is emitted, lobsters and other crustaceans are attracted to the source of the sound and enter the trap.

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